

APPLE



IBM

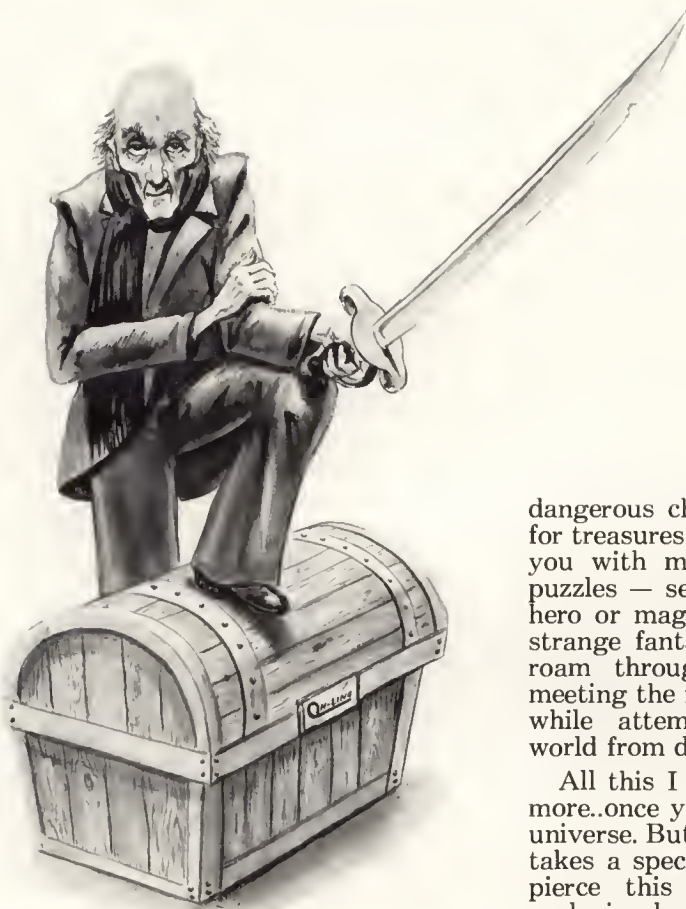


ATARI*

**If Hi-Res Adventures™
are your passion,**



enter . . .



..and welcome..to the On-Line universe of intrigue and fantasy. I am ... well, perhaps tis better if you just think of me as your, shall we say ... your host.

I hold in my ancient chest, under a timeless spell, the secret to granting you other lives — to pluck you from the mundane everyday world, and turn you into a fearless adventurer who exists on the edge of joy and excitement.

Through my powers I can put you into mortal combat with wizards and warlocks — offer

dangerous challenges in a search for treasures unimaginable — test you with mysteries and mystic puzzles — send you on quests as hero or magician or warrior into strange fantasy lands — let you roam through space and time meeting the famous and infamous while attempting to save the world from destruction by aliens.

All this I can do for you. And more..once you enter the On-Line universe. But, I tell you in truth, it takes a special type of person to pierce this veil and join our exclusive band. You need be one who revels in casting off his everyday identity. And you must be willing, even eager, to completely don the exciting personality of another character for days, or weeks, or months, depending upon the scope of the fantasy.

If you pass my test, and are a true adventurer at heart, who savors our Hi-Res created-worlds with a passion ... then come ...

... come with me now. For, I have secrets to tell, and tales to unfold, of unsurpassed adventures I've saved just for you.

Out of my spell-bound chest, I bring you a pair of diabolical mysteries, with puzzles clever enough to test the skills of a

Sherlock Holmes! Come, enter Mystery House ... enter if you dare. Who, or what, is systematically murdering your friends? And why? Can you find out? Can you stop it? Can you save your friends or even yourself? Can you find the jewels? A classic, with trap doors, secret passageways, hazards and deceit. If you survive, I invite you to ...

... Cranston Manor to discover (if you can) the fabulous treasures Old Man Cranston left behind. Your wits will be tested to the Nth degree for the old one was devious and deadly. Before you're through you'll swear his spirit is fighting you.



MYSTERY HOUSE



CRANSTON MANOR



Ah, there you are my moonstruck adventurer. Here in a future time, I'm holding this seat at the control board of a spaceship just for you . . . but you have to earn it. Your destiny is that of a daredevil astronaut whose mission is to locate and destroy a rogue asteroid speeding on a collision course with our home planet. To begin your mission you must successfully pass security at the space base, launch your ship to the stars and program it so you intercept and land on the killer asteroid. Then, you need show your imagination, and talent for adventuring by destroying this massive ball of spacerock before it obliterates the Earth itself. As your host in this special On-Line universe, I expect you to accept this challenge and accomplish your mission. (Take heart, *Mission Asteroid* was deliberately designed to acquaint the beginner with the fun and methods of Hi-Res adventuring!)

WIZARD AND THE PRINCESS

ULYSSES AND THE GOLDEN FLEECE



I see that you are now experienced, and armed with skill, foresight and private knowledge gained in the fraternity of dedicated adventurers. Thus, to you alone I offer the opportunity to enter the worlds of myth and magic, to pit life itself against great wizards and great challenges.

Become Ulysses! Return to mythological ancient Greece and find the legendary golden fleece for the king. Your quest will take you over dangerous seas. You will battle hurricanes and uncounted foes, human and otherwise! One-eyed Cyclops awaits, Pluto, king of the underworld, and Pegasus the flying horse. Can you truly become Ulysses, the most daring seaman ever known? Are you sharp-witted and heroic enough to conquer the obstacles in this 2 disk adventure, and win through?

Another task I set for you is great indeed, as are the rewards. Slip into the world of the **Wizard & The Princess**, over a year on the best seller list. Here, in the once peaceful land of Serenia, the evil wizard Harlin has abducted the lovely princess. Half the kingdom is yours if you rescue her. Your journey will be fraught with peril, puzzles and magic . . . from the never-ending desert, over mountains and oceans, until you finally duel with the Wizard. I depend on your brilliance and skills as adventurer extraordinaire. But take heed, you must begin now!





TIME ZONE

Now I reveal to you the greatest adventure from the secret hoard contained in the On-Line universe ... the time spanning, galaxy wide **TIME ZONE**. While all can appreciate its magnificent scope and be thrilled by its challenge, I say that only a master adventurer dares enter the **TIME ZONE** — for it is tantalizingly beyond the skills of the amateur or beginner.

Consider well where this inspiring adventure can lead — and what it must contain to fill both sides of six disks! Consider well the complexities crafted by the mind of authoress Roberta Williams. Consider that once you start you may be involved for up to a year of adventuring!

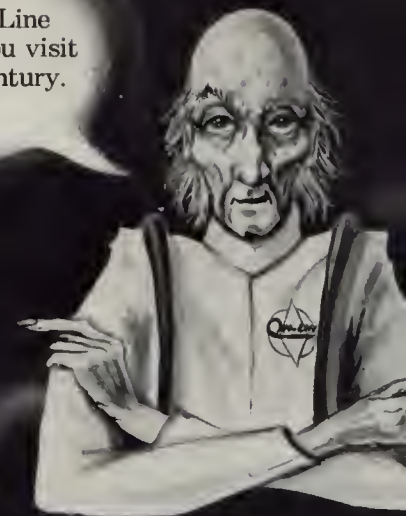
TIME ZONE begins with today, as you discover a time machine. You are fascinated, curious ... and totally unaware that far in the future, in a galaxy far away, the Neburon civilization is considering the total annihilation of the planet Earth. And that destruction is to take place in the year 4082!

The Neburon society, led by the evil Ramadu, has monitored Earth since the dawn of time. At first they were interested in our development, then fascinated by our progress. Over the centuries some of the aliens visited our planet and offered secret assistance. But, as time changes all, it changed the Neburons, too. From a vital, vibrant people they

grew lazy and soft. This deterioration of their race made them envious and jealous of the Earthlings and our advancement in all fields of science. Their inferiority complex allowed Ramadu to get acceptance for his horrible plan ... to wipe out the Earth while the Neburons still held power superiority.

That is the background, unknown to you as you discover the time machine. But, as you explore through the ages ... from 400 million B.C. to 4082 A.D. ... covering seven continents in nine periods ... you realize the peril your planet faces. And somewhere, somehow, sometime, you — as Earth's only hope — must reach the future and prevent a victory by the Neburons. **TIME ZONE** awaits. Are you prepared?

See us at
Sierra On-Line
next time you visit
the 20th century.





As Jen, last known survivor of the Gelfing race, you must restore the missing shard of the Dark Crystal and fulfill the ancient prophecy before the Great Conjunction! The power to end the Skesis' reign is yours . . . if you fail, all things whole and good will be destroyed.

The Dark Crystal, a Hi-Res Adventure™ designed by Roberta Williams and based on the epic fantasy film by Jim Henson.

**Products available for Apple, IBM, and Atari.
Check with your dealer for availability.*

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